Add a "Designated Hitter" to your lineup . . .

- ★ Low-cost update for the Nintendo VS. System—both Uni and Dual Systems.
- ★ 2-player competitive or 1-player vs. computer for maximum earning potential.
- ★ Always popular baseball theme guarantees a sell-out crowd.
- ★ Ten "Dream Teams", with rosters of baseball greats and player statistics for realism.
- ★ Realistic game play and strategy for all would-be team managers.
- ★ Split-screen graphics keep your eyes on the ball.
- ★ Add-a-coin continuation feature for those extra-inning games.

A Simple Conversion to New-Game Profits

MAJOR LEAGUE BASEBALL PLAYERS MLB

ATARI BASEBALL

V.S.R.B.I.

ATARI GAMES

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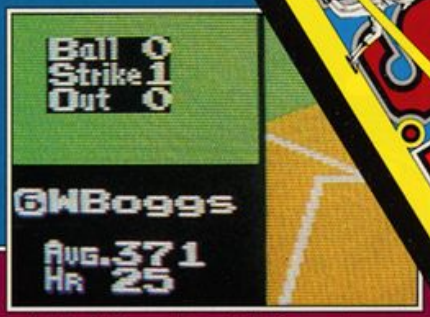
R.B.I. BASEBALL

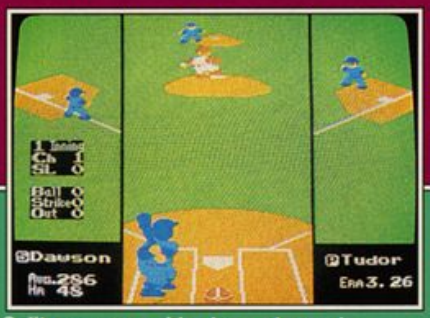
ATARI BASEBALL

2-PLAYER COMPETITIVE OR 1-PLAYER VS. COMPUTER



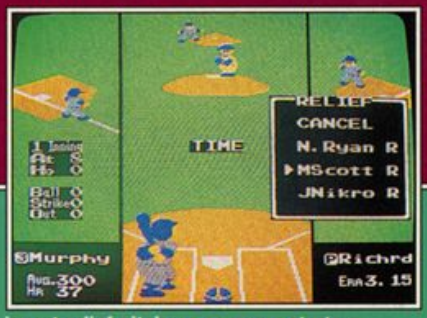
Individual player characteristics and statistics.

Choose from ten "Dream Teams", each with baseball greats.



Split-screen graphics keep players in the action.

Celebrate those home runs with fireworks.

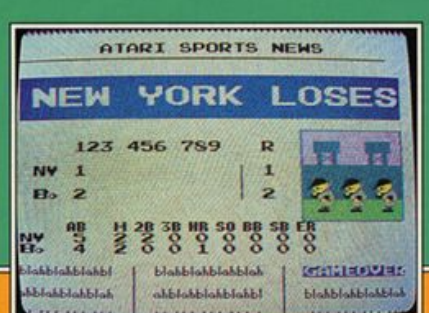


Insert relief pitchers as game starters wear down.

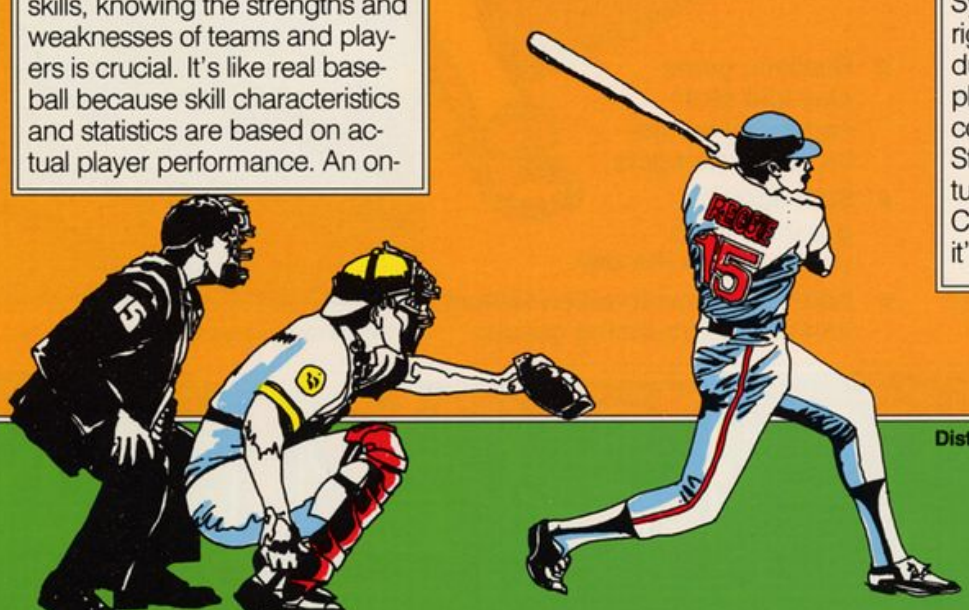
R.B.I. Baseball pitches players the action of big-league ball like never before. Two-player competitive or against the computer, it's the ultimate action/strategy sports game. Players select one of ten "Dream Teams", each with a roster of baseball greats. Like team managers, players put baseball savvy and knowledge on the line. In addition to playing skills, knowing the strengths and weaknesses of teams and players is crucial. It's like real baseball because skill characteristics and statistics are based on actual player performance. An on-screen display of each player's statistics gives game players the inside story.

Amusing animation combined with a touch of humor will put a smile on even the most serious players. At the conclusion of a game, the winner is announced in bold print on front of the daily sports page.

R.B.I. Baseball fits into all VS. System games: UniSystem uprights, dual-monitor uprights, and dual-monitor sitdowns. As a simple software change, it's the low-cost answer to new-game profits. Step up to the plate . . . it's your turn to drive in the winning run. Call your Atari distributor before it's going . . . going . . . gone!!



Complete game statistics . . . "Read All About It!"



Distributed By:

ATARI BASEBALL R.B.I.

RUNNING

- Point joystick to destination base
- Press B to advance, A to return
- Run player back on fly outs

FIELDING

- Move fielders to ball
- Press A to throw
- Press B to run to base

BATTING

- Press A to swing
- Press B to steal

PITCHING

- Use joystick to select pitch
- Press A to pitch
- Use joystick to make pitch curve
- Save pitcher's arm by using MED speed

SUBSTITUTIONS

- Press Start for "timeout"
- Press A to see pinch hitters or relief pitchers
- Select with joystick, then press A

MAJOR LEAGUE BASEBALL PLAYERS MLB

ATARI GAMES

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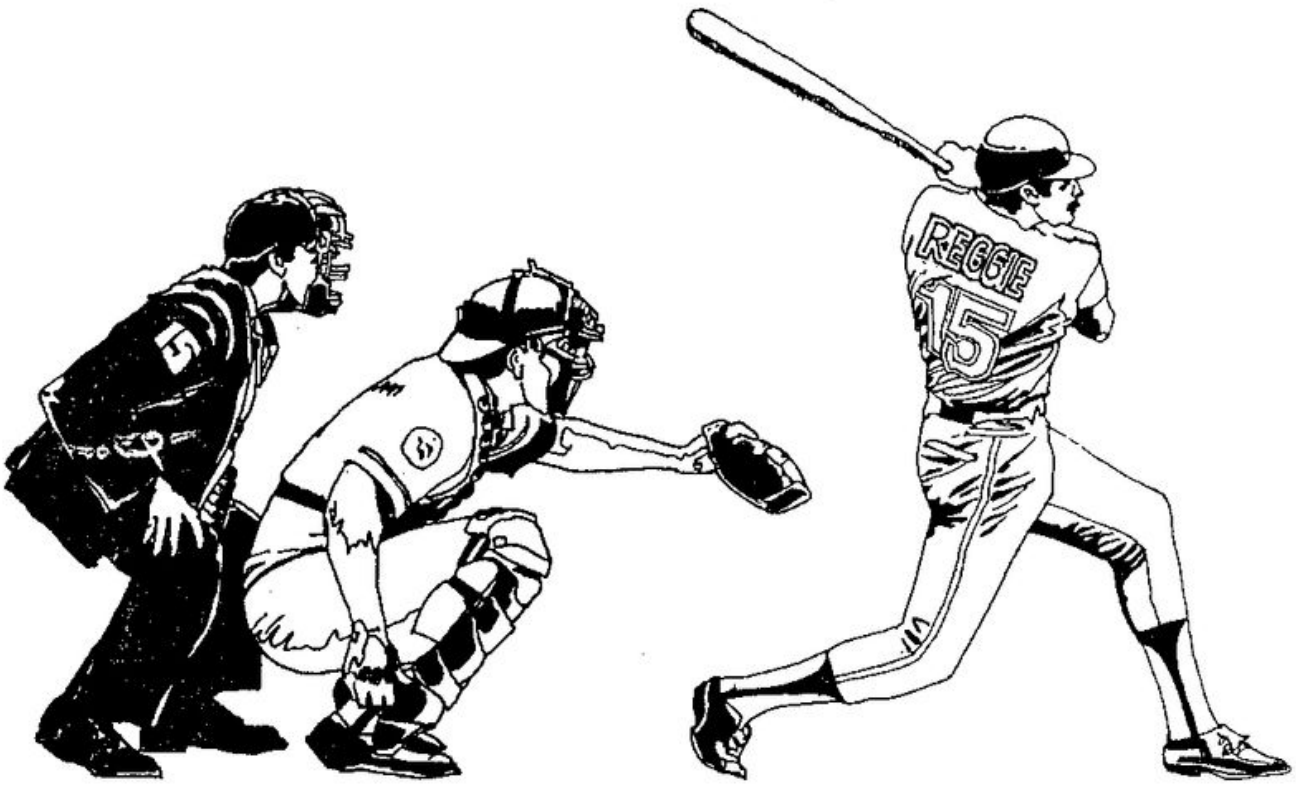
ATARI®
GAMES

VS. Atari R.B.I. Baseball™

**Installation Instructions for VS. UniSystem®
and VS. DualSystem®**



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If reading through this manual does not lead to solving a maintenance or repair problem, call TELEHELP® at this Atari Games Customer Service office:

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P.O. Box 361110
Milpitas, CA 95035
Fax (408) 434-3945
Telex 5101007850
☎ **(408) 434-3950**
(Monday–Friday, 7:30–4:00 pm Pacific Time)

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Contents of Pak:

1 R.B.I. Baseball Sub Board Assembly
1 R.B.I. Baseball Sub Board Mounting Hardware
1 PPU Read-Only Memory Kit
1 Attraction Decal
1 Glass Attraction Shield (DualSystem)
1 Plexiglass Attraction Shield (UniSystem)
4 Attraction Side Decals (DualSystem)
2 Attraction Strip Decals (UniSystem)
1 Cardboard Header
1 R.B.I. Baseball Installation Instructions
1 Game Options Label

Introduction

This Pak contains parts to change any VS. UniSystem or VS. DualSystem game. Please be sure to save your PPU ROM kit and literature from the VS. game you are converting so you can change back to that VS. game if you so desire. By doing this, you will be able to build a library of games for your VS. Systems.

Tools needed: Small flathead screwdriver
Medium Phillips-head screwdriver
Staple gun
Scotch tape

VS. Upright Pak Installation Procedures

I. New Style Attraction Decal

A. Adhere the attraction side decals or attraction strip decals to the *back* of the plexiglass or glass attraction shields as shown in Figure 1.

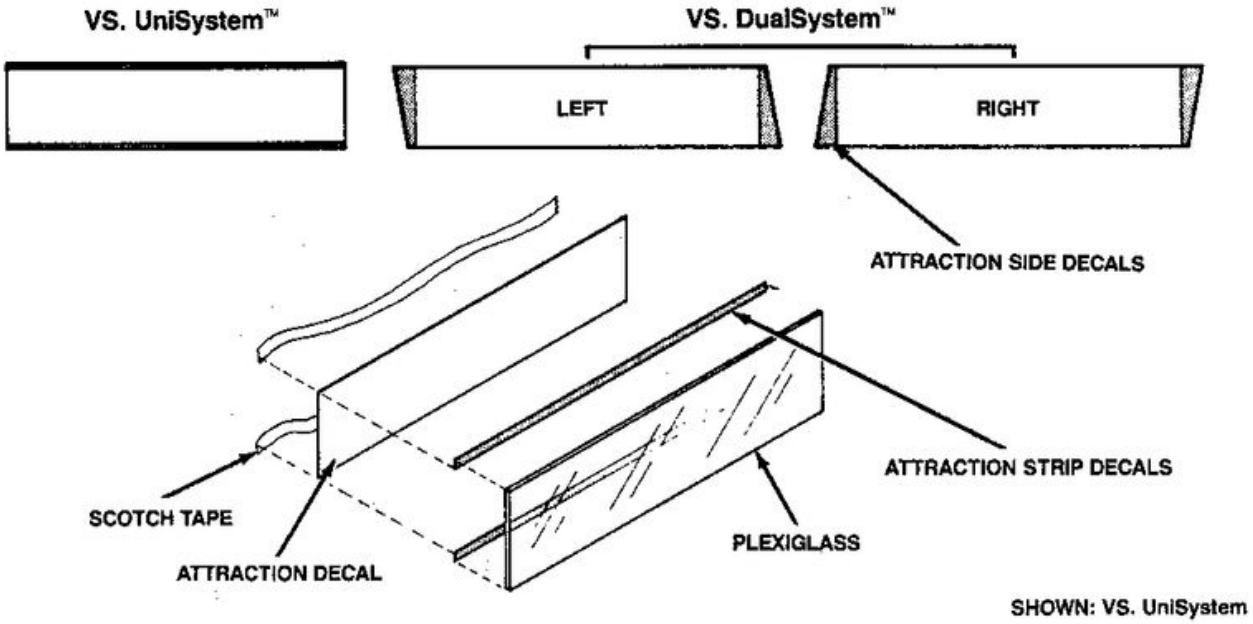


Figure 1

B. Using Scotch tape (not provided), tape new attraction decal to the *back* of either UniSystem plexiglass or DualSystem glass, depending on which game the pak is being installed in first.

NOTE

This new header system allows the same attraction decal to be moved between UniSystem plexiglass and DualSystem glass an unlimited number of times.

C. Remove the four top trim screws and top trim (see Figures 2 and 3).

D. Slide the old attraction shield up and out of the game (see Figures 2 and 3).

E. Replace the attraction shield and top trim. Be sure that the attraction shield fits under plastic center trim, and that the left and right sides are correct.

NOTE

Do not tighten top trim screws until next step.

II. Cardboard Header

A. Fold the cardboard header and slide it under the top trim.

B. Tighten the top trim screws (see Figures 2 and 3).

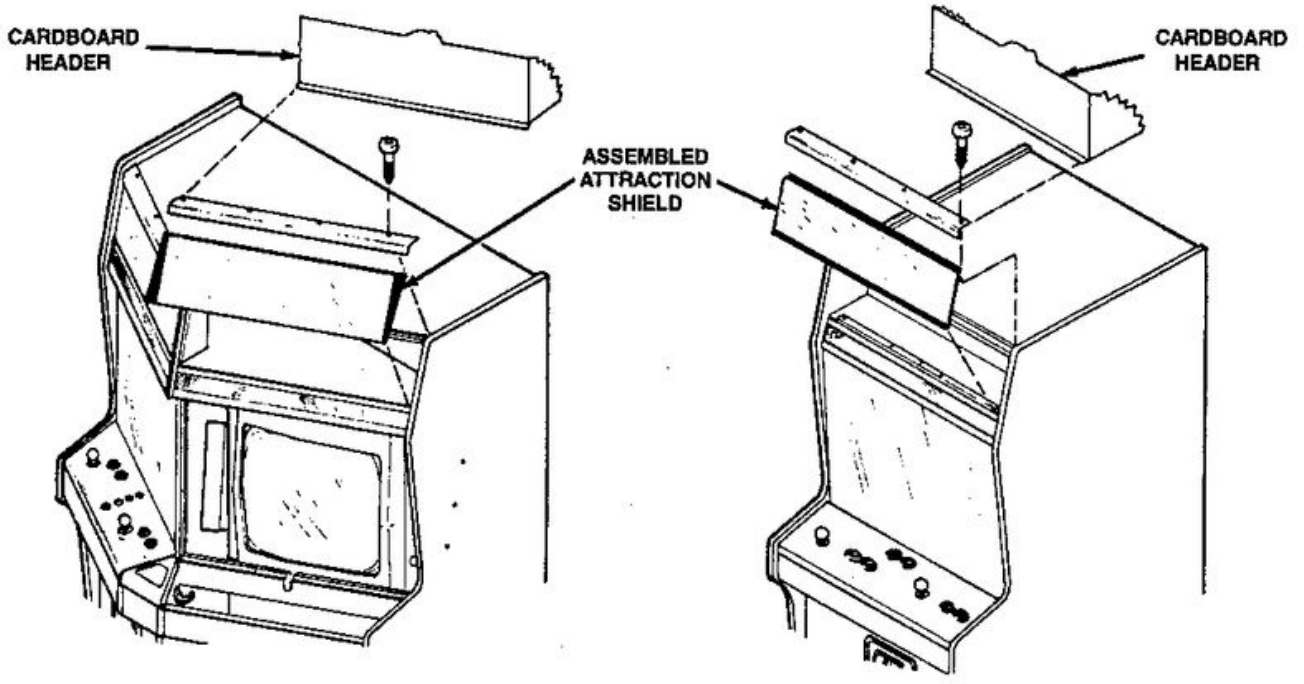
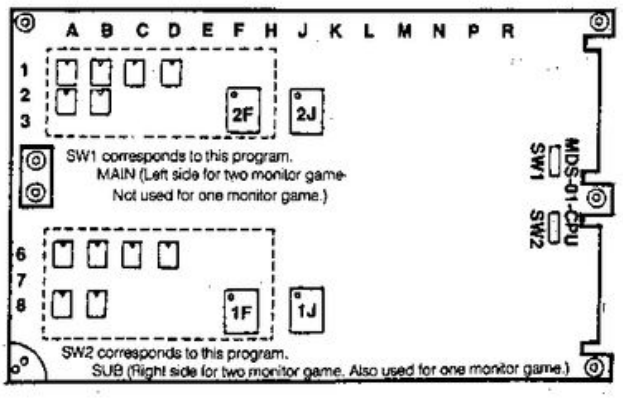


Figure 2

III. Installing the R.B.I. Baseball Sub PCB Software

A. For VS. DualSystem (Two Monitors)

1. If the R.B.I. Baseball is to be installed in the main (left) side of the cabinet, then remove the existing the PPU and CPU chips (2A03) at locations 2F and 2J on CPU PCB, and existing EPROMs in locations 1A, 1B, 1C, 1D, 2A, and 2B. For Sub (right) side, use locations 8F and 8J, and EPROMs in locations 6A, 6B, 6C, 6D, 8A, and 8B.
2. Insert the CPU chip 2A03 into the 40-pin DIP IC socket at location 3B on the Sub PCB, with the chips in the same direction as the other ICs on that board.
3. Insert the PPU into the 40-pin DIP IC socket at location 3A on the Sub PCB, with the chips in the same direction as the other ICs on that board.
4. Bend down the capacitors C3, C11, C30 and C47. This will prevent contact with the bottom of the Sub PCB, which could cause a short circuit.
5. Firmly insert the R.B.I. Baseball Sub PCB into the two empty 40-pin DIP IC sockets on the CPU PCB. Use locations 2F and 2J for the main (left) side or 8F and 8J for the Sub (right) side.



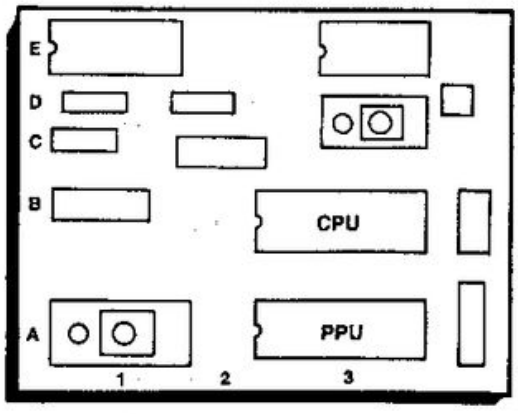


Figure 3

CAUTION

Be sure to insert the Sub PCB with the chips in the same direction as the other ICs on the CPU PCB. Inserting this Sub PCB backwards may damage both the CPU PCB and the Sub PCB.

B. *For VS. UniSystem (One Monitor)*

1. R.B.I. Baseball Sub PCB must use locations 8F and 8J (Sub side).
2. Follow the instructions for the right side installation in the DualSystem above.

IV. Game Options Label

A. Staple the label on the back door next to the old label.

NOTE

Do not remove the old label!

B. Check the DIP switch settings on the PC board so they match the factory-recommended settings on the Game Options Label.

V. Monitor Adjustments

On many VS. systems, the monitor adjustments for vertical size and horizontal size are incorrectly set. When a misadjusted game is converted to R.B.I. Baseball, it is likely that two problems will occur:

1. If the horizontal width is incorrect, the players' names will not be completely visible. To correct this, adjust the horizontal width and position so that all six letters of the batter's and pitcher's name are visible. Do this adjustment when the game is displaying the batter at the plate.
2. If the vertical height is incorrect, the edge of the playfield may display meaningless pictures. Adjust the height so that the catcher's head and shoulders are visible. Do this adjustment when the game is displaying the batter at the plate.

VI. Final Checklist

- ☐ The FCC door is installed correctly.
- ☐ The attraction shield is installed correctly with the side or strip decals in place.
- ☐ The DIP switches are set correctly (see the Game Options Label for this game).
- ☐ All play buttons and controllers function correctly.
- ☐ The color on the monitor is correct.
- ☐ The display size adjustments are correct.
- ☐ The coin acceptors give credit.

Game Play

Introduction

Atari R.B.I. Baseball is a two-player competitive (simultaneous) or a one-player against the computer game. As the ultimate action/strategy sports game, players select one of ten "Dream Teams", each with a roster of baseball greats.

Like team managers, players put baseball savvy and knowledge on the line. In addition to playing skills, knowing the strengths and weaknesses of teams and players is crucial. It's like real baseball because skill characteristics and statistics are based on actual player performance. An on-screen display gives game players the inside story.

Operating Modes

Atari R.B.I. Baseball has three operating modes: attract, play, and scoreboard.

Game Play

The game begins by player(s) selecting the "Dream Team" of their choice and pressing Button A. In one-player or two-player competition, players may be required to insert coins to complete the entire game. A one-player game automatically ends at the point when the computer takes the lead. Game players use an eight-way joystick and two buttons, A and B. Both the joystick and the buttons perform different functions when "at bat" and "in the field." Either start button can be used as a "timeout" button.

At Bat

Joystick:

- Batter in the batter's box
- Move joystick in any direction to shift batter's position in the batter's box
- Base-running: point the joystick in the direction of the nearest base desired. Simultaneously press Button B to advance runner to the next base. Press Button A to return the runner to the previous base.

> **NOTE**
>
> Once a runner has reached the next base, he can no longer be returned to the previous base.

Button A:

- Swings the bat at the ball
- Returns the runner to the previous base (in base-running mode)

Button B:

- Advances the runner to the next designated base (in base-running mode)
- Causes the runner to steal (in batting mode)

In the Field

Joystick:

- Selects the type of pitch to throw
- Determines the direction or curve of the pitch after the ball is released by the pitcher.
- Determines the pursuit direction of fielders
- Makes the base selection by fielders. Simultaneously press Button A to throw the ball to the selected base, or press Button B to run the player with the ball to the selected base.

Button A:

- Activates the pitch
- Activates throwing the ball from the fielders to the selected base

Button B:

- Commands the fielder to run with the ball to the selected base
- Commands the pitcher to turn and "check" the base runner. The pitcher can then press Button A while simultaneously pointing the joystick at the selected base to throw the ball for a "pick-off" attempt.

Additional Features

Pinch Hitter:

- Press either the Start 1 or Start 2 button; *Time* will appear on the game screen.
- The team at bat can press Button A for pinch hitter roster.
- Identify the choice with the joystick.
- Make the selection with Button A.

Relief Pitcher:

- Press either the Start 1 or Start 2 button
- Press Button A to see the relief pitcher roster.
- Identify the choice with the joystick.
- Make the selection with Button A.

Warranty

Seller warrants that its printed-circuit boards and parts thereon are free from defects in material and workmanship under normal use and service for a period of ninety (90) days from date of shipment. Seller warrants that its video displays and laser video disc players (in games supplied with displays and video-disc players) are free from defects in material and workmanship under normal use and service for a period of thirty (30) days from date of shipment. None of the Seller's other products or parts thereof are warranted.

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(b) Such products are returned prepaid to Seller's plant; and

(c) Seller's examination of said products discloses to Seller's satisfaction that such alleged defects existed and were not caused by accident, misuse, neglect, alteration, improper repair, installation, or improper testing.

In no event shall Seller be liable for loss of profits, loss of use, incidental or consequential damages.

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Milpitas, California 95035

Game Options

DIP Switch Settings on Sub Board

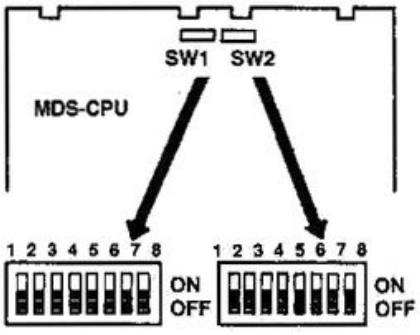
The DIP switch on the R.B.I. Baseball Sub Board must be set as follows for the game to function properly:

1	2	3	4
On	On	Off	On

Game Option Settings on CPU Board

Set the DIP switch on the VS. or UniSystem Main Board to select the options you want. Switches 1 and 2 are used to select the value of the coin slot. Switches 3 and 4 are used to set the amount of time or innings per credit (the game software looks at whichever comes first—time expired or innings completed).

Game Option Settings MDS P.C. Board



SW1—Main Left side for two-monitor game: not used for one-monitor game.

SW2—Sub Right side for two-monitor game. Also used for one-monitor game.

Settings of DIP Switch on CPU Board 1	2	3	4	5	6	7	8	Option		
								Coins Per Credit		
Off	Off							1 coin = 1 credit ◄		
On	Off							1 coin = 2 credits		
Off	On							2 coins = 1 credit		
On	On							3 coins = 1 credit		
				Off				Attract mode		
				On				**Maximum Game Length**		
								1-Player Game (in Innings)	2-Player Game (in Innings)	Time (in Minutes)
		On	Off					2	1	3
		On	On					2 ◄	2 ◄	4 ◄
		Off	Off					3	2	6
		Off	On					4	3	7
					Off	Off	Off	**Required Settings**		

◄ *Manufacturer's recommended setting*